You'll never play another invader game after you've played

# FALCONS

By far and away the most exciting and challenging game ever. It's you against "intelligent" unpredictable outer space Falcons who have a complete file on you!

**APPLE II / APPLE II PLUS (48K)**

DOS 3.3 or 3.2

- game paddles
- keyboard
- joystick

**APPLE III**

- keyboard

**FOR 1 OR 2 PLAYERS!**

excitement from

**Piccadilly Software Inc.**

# INSTRUCTIONS

1. Boot the Falcons diskette — follow instructions as they appear on the screen.

2. You will see a demo of each of the five strike forces. Press space bar to begin Falcons. (Demo will run until space bar is pressed).

3. First wave of Falcons will appear. You have three ships with which to destroy the strike forces and eliminate alien commander in the mother ship.

4. To begin a new game, press space bar. If you destroy the mother ship, Falcons will begin again ... only this time Falcons will be more difficult.

# PLAY OPTIONS

**P** - Paddles
**K** - Keyboard
**J** - Joy Stick
**A** - Apple III

## PADDLES

Paddle 0 — Player 1
Paddle 1 — Player 2
Space Bar — Protective Shield*
Button — Fire Missiles

## KEYBOARD

(↑) — move left
(►) — Move right
(◄) — stop
(esc) — Protective Shield*
spacebar - fire missiles

## JOYSTICK

Button 0 — Fire missiles
Button 1 — Protective Shield*
Joystick Left — move left
Joystick Right — move right

## APPLE III KEYBOARD

(▼) — move right
(►) — stop
(◄) — move left
(X) — Fire missiles
(Z) — Protective Shield*

* Protective shield lasts about 4 seconds and will not be operative again for approximately 5 seconds.

## SCORING

Scoring and number of ships for each player appears on the top of your screen.

**BONUS: for each 10,000 points scored, an extra ship is added to your space fleet.**

AVERAGE SCORE TABLE

| | |
|---|---|
| 20 | |
| 200 | |
| 20 | |
| 100 TO 300 | |
| 00 TO 9000 | |

# FALCONS

## OBJECT

To break through to the Mother Ship and destroy the alien commander... in as few shots as possible.

## STRATEGY

Players must eliminate five types of protective strike forces. But be careful! If you only wing them, they will regenerate themselves.

## FALCONS

is ended when your defending ships are destroyed. Should you destroy the alien commander and the Mother Ship, Falcons will begin again... only this time it will be more difficult.

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